TIGER ELECTRONICS, LTD.
MODEL: 70-134

Babe and Friends™ Giga Pets™

INSTRUCTIONS

BABE ISN'T JUST A PIG. HE'S A PIG WITH SPECIAL TALENT AND SPECIAL LOVE FOR THE HUMANS AND ANIMALS AROUND HIM. IT'S ONE THING, HOWEVER, TO BE A HERO PIG IN THE COUNTRY. AFTER ALL, THE ANIMALS A PIG HAS TO COMMUNICATE WITH ALL COME FROM FARMING BACKGROUNDS. BUT WHAT HAPPENS WHEN A PIG IS ON HIS OWN IN THE BIG CITY? IT'S TIME YOU FIND OUT!

CONGRATULATIONS!

YOU ARE THE PROUD NEW OWNER OF A **GIGA PET**, THE TAKE-IT-ANYWHERE INTERACTIVE PET! AND IT'S NOT JUST ANY **GIGA PET**. IT'S **BABE** FROM HIS LATEST BLOCKBUSTER MOVIE! YOUR NEW **BABE GIGA PET** IS GOING TO NEED LOTS OF ATTENTION TO GROW UP HEALTHY AND HAPPY. THE HEALTHIER AND HAPPIER **BABE** IS, THE HIGHER YOUR SCORE WILL BE! THESE INSTRUCTIONS WILL HELP YOU ON YOUR WAY.

STARTING THE GAME

TO START YOUR GAME, PULL THE PLASTIC TAB FROM THE BACK OF YOUR **BABE GIGA PET**. THE PLASTIC TAB IS NOT PART OF THE TOY AND SHOULD BE THROWN AWAY. ONCE YOU TURN YOUR **GIGA PET** ON, IT SHOULD STAY ON. YOU NEVER NEED TO TURN YOUR **GIGA PET** OFF.

SETTING THE CLOCK

IT IS VERY IMPORTANT THAT YOU SET THE CLOCK ON YOUR **GIGA PET** FOR THE CORRECT TIME. **BABE** EATS, PLAYS, AND SLEEPS ACCORDING TO A NATURAL SCHEDULE. IF YOU DON'T SET THE TIME CORRECTLY, **BABE** MAY GET CONFUSED -- YOU DON'T WANT HIM TO SLEEP ALL DAY AND KEEP YOU AWAKE ALL NIGHT! WHEN YOU FIRST START THE GAME, YOUR **GIGA PET** WILL BE IN **CLOCK MODE**. HERE'S HOW TO SET THE CLOCK:

1) THE **HOUR** WILL BE FLASHING. PRESS **LEFT/RIGHT** TO ADJUST THE HOUR. WHEN THE CORRECT HOUR IS SET, PRESS **ENTER**.
2) THE **MINUTES** WILL BE FLASHING. PRESS **LEFT/RIGHT** TO ADJUST THE MINUTES. WHEN THE CORRECT MINUTES ARE SET, PRESS **ENTER**.
3) THE CLOCK IS NOW SET, AND YOU WILL AUTOMATICALLY ENTER **NAME MODE**.

NAMING YOUR GIGA PET

BABE ALREADY HAS HIS OWN NAME. BUT YOU CAN ENTER IN YOUR OWN NAME OR ANY NAME YOU WANT IN THE GAME SCREEN -- BECAUSE THIS IS **YOUR** SPECIAL **BABE GIGA PET**!

1) A FLASHING BAR WILL APPEAR UNDER THE SPACE FOR EACH LETTER.
2) PRESS **LEFT/RIGHT** TO SEARCH THROUGH THE ALPHABET.
3) PRESS **ENTER** TO SELECT A LETTER AND MOVE TO THE NEXT SPACE IN THE PET'S NAME. YOU MAY USE UP TO 12 LETTERS.
4) PRESS **ENTER** TWICE TO ACCEPT THE CURRENT NAME AND RETURN TO **GAME MODE**.

TURNING OFF THE SOUND

1) PRESS **MODE** TO ENTER **CLOCK MODE**.
2) PRESS **LEFT** TO TURN THE SOUND OFF -- THE **SOUND ICON** WILL DISAPPEAR.
3) PRESS **RIGHT** TO TURN THE SOUND ON -- THE **SOUND ICON** WILL APPEAR AGAIN. PRESS **MODE** AGAIN TO RETURN TO **GAME** MODE.

BEGINNING PLAY!

WHEN YOU ENTER **GAME MODE** FOR THE FIRST TIME, YOU WILL SEE THE ARRIVAL OF YOUR NEW **BABE GIGA PET**! EVERY **GIGA PET** ARRIVES IN A DIFFERENT KIND OF WAY. FOR **BABE**, YOU SEE HIM ARRIVE IN THE BIG CITY BY TAXI! IT'S THE ONLY WAY FOR A PIG TO TRAVEL! **BABE** HAS ARRIVED AT THE **FLEALANDS HOTEL**!

RETURNING TO CLOCK MODE

ONCE THE GAME BEGINS IN **GAME MODE**, YOU CAN RETURN TO **CLOCK MODE** BY PRESSING **MODE** UNTIL THE CLOCK APPEARS.

1) IF YOU WISH TO ADJUST THE CLOCK, PRESS **ENTER**. THE CLOCK WILL START FLASHING.
2) AFTER YOU SET THE TIME,YOUR PET'S NAME WILL APPEAR. PRESS **ENTER** TO ADJUST THE NAME.
3) TO RETURN TO **GAME MODE**, PRESS **MODE** UNTIL YOUR PET APPEARS AGAIN.

THE GAME SCREEN

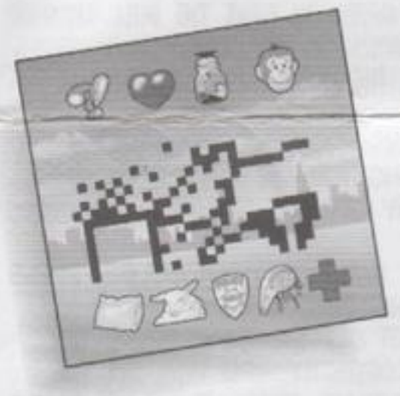
THE GAME SCREEN IS **BABE'S** "HOME." YOU WILL SEE **BABE** MOVE AROUND THE SCREEN AND GO ABOUT HIS DAILY ROUTINE, JUST LIKE A REAL PET.

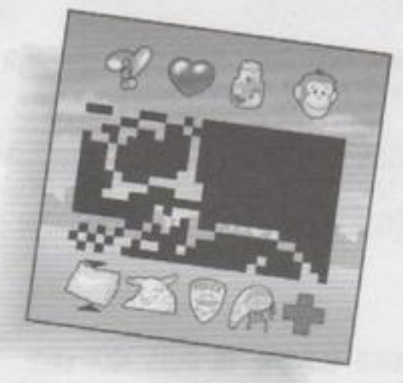
PRESS THE **LEFT/RIGHT** KEYS TO SELECT THE DIFFERENT **ICONS** AROUND THE OUTSIDE OF THE SCREEN. THESE ICONS REPRESENT ALL OF THE DIFFERENT ACTIVITIES THAT ALLOW YOU TO INTERACT WITH **BABE**.

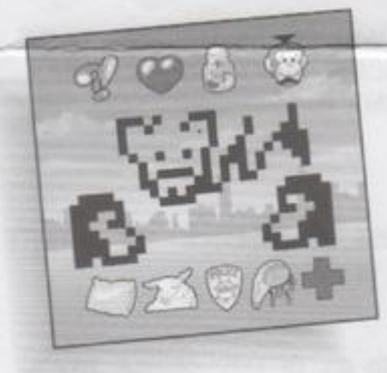
HOW TO PLAY

JUST LIKE A REAL PET, YOUR **BABE GIGA PET** NEEDS YOU IN ORDER TO GROW UP HAPPY AND HEALTHY. AT VARIOUS TIMES, **BABE** WILL REQUIRE A CERTAIN KIND OF ATTENTION FROM YOU. **BABE** WILL MAKE NOISE AND THE **ALERT** ICON WILL LIGHT UP.

NOW YOU'VE GOT TO FIGURE OUT WHAT HE NEEDS! IF YOUR **BABE** PET IS HUNGRY, FEED HIM. IF YOUR PET IS LONELY, PLAY WITH HIM. IF YOUR PET IS DIRTY, GIVE HIM A BATH. THERE ARE MANY DIFFERENT WAYS FOR YOU TO INTERACT WITH YOUR **BABE** PET. THE TRICK IS TO FIGURE OUT WHAT **BABE** NEEDS FROM YOU! USE THE **LEFT/RIGHT** KEYS TO MOVE TO THE ACTIVITY YOU WANT, AND PRESS **ENTER**.
HERE ARE THE ACTIVITIES:







FEED

WHEN YOU SELECT THIS ACTIVITY, YOU WILL BE GIVEN A CHOICE OF FOODS FOR **BABE**. FOR A PIG ON HIS OWN IN THE CITY, YOU'VE GOT TO EAT WHAT YOU CAN FIND! USE THE **LEFT** OR **RIGHT** KEY TO SELECT EITHER HEALTHY FOOD OR TREAT. EVERY KIND OF PET LIKES DIFFERENT KINDS OF FOOD. **BABE** NEEDS BOXES OF POPCORN TO GROW (HEALTHY FOOD), AND JARS OF JELLY BEANS TO STAY HAPPY (TREATS). YOU CAN SEE HOW HUNGRY **BABE** IS BY CHECKING HIS **HUNGER** ON THE **SCORE** SCREEN . A 100 MEANS **BABE** HAS A FULL TUMMY -- AND A 0 MEANS **BABE** IS FAMISHED! IF **BABE** HAS A 100 HE MAY REFUSE TO EAT. AND IF HE HAS A 0 MAY REFUSE TO DO ANYTHING ELSE UNTIL YOU FEED HIM!
BABE WILL ALWAYS EAT TREATS, EVEN WHEN HE'S FULL! THOSE JELLY BEANS TASTE SO GOOD, IT'S IMPOSSIBLE TO SAY NO! BUT BE CAREFUL, TOO MANY TREATS WILL MAKE **BABE** FAT. AND NOBODY LIKES A FAT PIG!

SLEEP

SELECT THIS ICON TO TURN OUT THE LIGHT WHEN **BABE** WANTS TO SLEEP IN HIS HOTEL ROOM. **BABE** ALSO LIKES TO TAKE NAPS DURING THE DAY. **BABE** RESTS HIS HEAD ON A PILLOW ON THE FLOOR OF THE HOTEL. TURN OUT THE LIGHT FOR YOUR PRECIOUS PIG TO GIVE HIM A BETTER REST. WHEN **BABE** SLEEPS, HE COUNTS IMAGINARY SHEEP DANCING OVER HIS HEAD! SOMETIMES IT'S HARD TO TELL WHEN **BABE** NEEDS TO SLEEP. IF YOU TRY EVERYTHING ELSE -- FEEDING, PLAYING, OR CLEANING -- AND **BABE** STILL SEEMS UPSET, MAYBE IT'S TIME FOR A LITTLE NAP.

PLAY

TO KEEP **BABE** HEALTHY AND HAPPY, YOU SHOULD PLAY WITH HIM OFTEN. WHEN YOU SELECT THIS ACTIVITY, **BABE** WILL PLAY A GAME WITH YOU AND A COUPLE OF CHIMPANZEES WHO ARE A PART OF THE FABULOUS FUGLY FLOOM AND HIS AMAZING APES! HERE'S HOW TO PLAY THE GAME WITH **BABE** AND THE CHIMPS:

BABE TRIES TO PREVENT THE CHIMPS FROM COMPLETING "HIGH FIVES" WITH THEIR PAWS. THE CHIMPS WANTING TO COMPLETE THE "HIGH FIVES" WILL APPEAR ON EITHER SIDE OF THE SCREEN. YOU HAVE TO MOVE **BABE INBETWEEN** THE CHIMPS BY PRESSING THE CORRECT **LEFT** AND **RIGHT** BUTTON AND THEN THE **ENTER** BUTTON. **BABE** CALLS THIS THE "INBETWEEN" GAME!

WHEN **BABE** APPEARS FROM THE LEFT, PRESS **RIGHT** AND THEN **ENTER**.
WHEN **BABE** APPEARS FROM THE RIGHT, PESS **LEFT** AND THEN **ENTER**.
WHEN **BABE** APPEARS FROM THE CENTER OF THE SCREEN, JUST PRESS **ENTER**.

TO WIN THE PLAY-TIME GAME, YOU MUST PREVENT THE CHIMPS FROM COMPLETING A "HIGH FIVE" 3 TIMES IN A ROW. YOU'LL SEE **BABE** SMILE WHEN YOU WIN. IF YOU ARE NOT SUCCESSFUL, TRY AGAIN! IF YOU FAIL 3 TIMES IN A ROW, YOU LOSE THE GAME, AND **BABE** WILL LOOK UNHAPPY.

VET

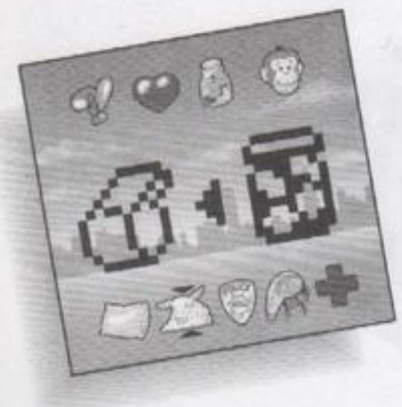
IF **BABE'S** HEALTH DROPS, YOU CAN ALWAYS TRY A VISIT TO THE VET. BUT BE CAREFUL! THERE'S ONLY SO MUCH THE VET CAN DO, AND **BABE** DOES NOT LIKE TO GO. WE RECOMMEND NO MORE THAN ONE TRIP TO THE DOCTOR EACH DAY.

CLEANING

KEEP **BABE** CLEAN BY GIVING HIM A SHOWER. DON'T FORGET TO GIVE **BABE** A SHOWER AT LEAST ONCE A DAY TO KEEP HIM HEALTHY.

SCORE

CHOOSE THIS ICON TO CHECK ON **BABE'S** PROGRESS. USE THE **LEFT/RIGHT** KEYS TO DISPLAY SCREENS SHOWING **BABE'S AGE** AND **WEIGHT** , **HEALTH** AND **HAPPINESS** , **HUNGER** AND **DISCIPLINE** , AND **TOTAL SCORE** .
WHAT SEEMS LIKE A DAY TO YOU IS ACTUALLY ONE COMPLETE YEAR TO YOUR **GIGA PET**! A **GIGA PET** REACHES ADULT AGE AT ABOUT 5 DAYS, AND OLD AGE AT 14 DAYS. A **GIGA PET** MORE THAN 14 DAYS OLD IS VERY OLD INDEED!
BABE'S WEIGHT WILL VARY DEPENDING ON HIS AGE, DIET, AND EXERCISE. TOO MANY TREATS AND TOO MUCH SLEEP WILL MAKE HIM FAT AND LAZY. MAKE SURE **BABE** GETS ENOUGH EXERCISE.

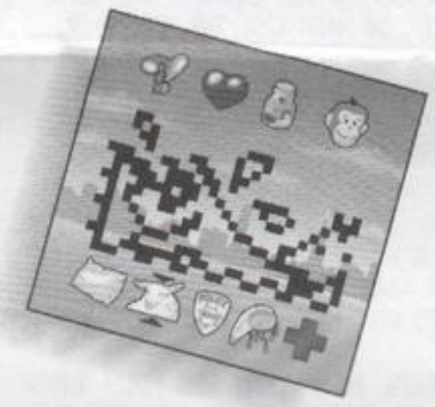


HEALTH , **HAPPINESS** , **HUNGER** , AND **DISCIPLINE** RANGE FROM 0 (BAD) TO 100 (GOOD) AND HELP YOU DETERMINE WHAT **BABE** NEEDS. IF ANY OF THESE FALLS BELOW 20, YOU SHOULD TAKE CARE OF **BABE** RIGHT AWAY.
THE FINAL STATISTIC, **SCORE**, IS AN INDICATION OF HOW WELL YOU ARE DOING. THE HIGHER YOUR SCORE, THE BETTER YOU ARE DOING. YOUR **SCORE** IS AN AVERAGE OF **HEALTH**, **HAPPINESS**, **HUNGER**, AND **DISCIPLINE**.

TRAINING

BABE CAN DO ALL SORTS OF INTERESTING THINGS. TRAINING **BABE** TO PERFORM TRICKS ON COMMAND IS VERY ENTERTAINING! SELECT THE **TRAIN** ICON AND PRESS **ENTER**. YOU WILL SEE A TRAINING WHISTLE ON THE LEFT AND A REWARD TREAT ON THE RIGHT. PRESS **LEFT** TO SELECT THE TRAINING ACTIVITIES. THEN PRESS **ENTER** TO ENTER THE VARIOUS TRAINING ACTIVITIES. NOW USE THE **LEFT** AND **RIGHT** BUTTONS TO SEARCH THROUGH **BABE'S** VARIOUS TRAINING EXERCISES AND TRICKS. YOU WILL SEE THE OPENING SCREEN FOR EACH OF THESE EXERCISES AND TRICKS AS YOU TOGGLE THROUGH. THE TRAINING EXERCISES/TRICKS INCLUDE:

-- **BABE** JUMPING INTO THE RIVER TO SAVE THE BULL TERRIER
-- WALKING ACROSS A HIGH-WIRE OF AIR CONDITIONING PIPES
-- TIMING HIS ENTRANCE ONTO THE HOTEL ELEVATOR AS IT OPENS AND SHUTS
-- TAKING A JAR OF JELLY BEANS FROM THE CHIMPANZEES
-- SHEEP-HERDING SHEEP, KEEPING THEM IN A STRAIGHT LINE WITH HIS SNOUT WHEN THEY GET OUT OF LINE.



WHEN YOU SEE THE TRICK YOU WANT TO TEACH **BABE**, PRESS **ENTER**. **BABE** WILL TRY HIS BEST TO DO THE TRICK YOU ASKED FOR. IF **BABE** DOES NOT GET THE TRICK RIGHT, TRY AGAIN! IF HE DOES THE TRICK CORRECTLY, YOU WILL SEE THE SCREEN WITH THE WHISTLE AND TREAT. PRESS **RIGHT** TO GO TO THE TREAT -- AND PRESS **ENTER** TO REWARD HIM FOR DOING THE TRICK CORRECTLY. NOW **BABE** KNOWS THIS TRICK. CONGRATULATIONS!

IF YOU WANT **BABE** TO PERFORM THIS TRICK AT YOUR COMMAND, SELECT THE **TRAINING** ICON AGAIN. NOW PRESS EITHER THE **LEFT** OR **RIGHT** KEY UNTIL THE OPENING SEQUENCE FOR THIS TRICK APPEARS. PRESS **ENTER**. **BABE** WILL PERFORM THE TRICK! IF FOR SOME REASON, **BABE** FORGETS HOW TO DO THE TRICK CORRECTLY, DON'T WORRY -- YOU CAN ALSO TEACH HIM AGAIN!

DISCIPLINE

SELECT THIS ACTIVITY TO DISCIPLINE **BABE**. HE DOES NOT LIKE TO BE DISCIPLINED, SO YOU SHOULD ONLY DISCIPLINE HIM IF HIS **DISCIPLINE** FALLS BELOW 20. DON'T SELECT THIS ACTIVITY TOO OFTEN, OR **BABE** WILL BECOME UNHAPPY AND UNHEALTHY!

FOR **BABE'S** DISCIPLINE, YOU WILL SEE THE FLASHING SIRENS OF THE POLICE CAR. IT'S THE ANIMAL POLICE COMING TO RAID THE HOTEL! THEY ARE RESPONDING TO COMPLAINTS THAT THE ANIMALS ARE MISBEHAVING!

ALERT

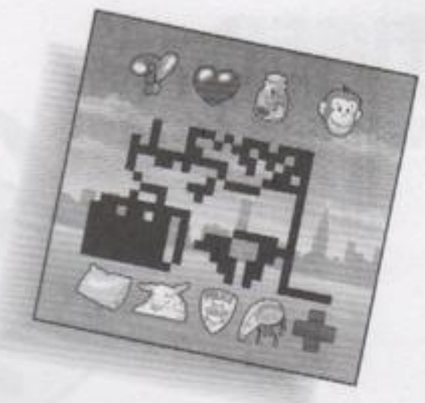
WHEN THIS ICON LIGHTS UP, IT MEANS **BABE** NEEDS SOMETHING. USE THE **SCORE** ACTIVITY TO TRY TO FIGURE OUT WHAT HE NEEDS: FOOD? SLEEP? PLAY TIME? DISCIPLINE?

MEETING YOUR PET'S NEEDS

IF YOU TRY TO SELECT AN ACTIVITY THAT **BABE** DOES NOT WANT TO DO, HE MAY REFUSE. TRY SELECTING A DIFFERENT ACTIVITY UNTIL YOU FIGURE OUT WHAT YOUR PET NEEDS.

GAME OVER

THE GAME IS OVER WHEN **BABE'S** HEALTH REACHES ZERO. BUT **BABE** DOESN'T DIE. INSTEAD, HE WILL APPEAR WITH A LITTLE SUITCASE DRAGGING FROM A ROPE TIED AROUND HIS WAIST AND HE WILL LEAVE THE HOTEL AND THE CITY. THIS IS **BABE'S** WAY OF SAYING GOODBYE TO YOU.
BABE CAN SAY GOODBYE FROM BAD HEALTH OR OLD AGE. IF THE GAME ENDS FROM BAD HEALTH, YOU SHOULD RESTART THE GAME AND TRY AGAIN, TAKING CARE TO PAY CLOSE ATTENTION TO **BABE'S** NEEDS.
BABE ALSO WILL SAY GOODBYE WHEN HE REACHES OLD AGE. HE IS DESIGNED TO PLAY FOR ABOUT 2 WEEKS. HOWEVER, IF YOU TAKE VERY GOOD CARE OF **BABE** AND KEEP HIS HEALTH ABOVE 95 AND HE WILL STAY WITH YOU AT THE HOTEL INDEFINITELY.



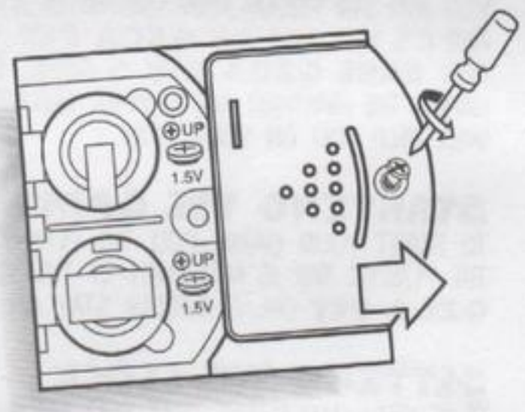
WHEN **BABE** MAKES IT PAST 14 DAYS, BUT HIS HEALTH DROPS BELOW 95, THEN HE WILL DO A HAPPY GAME-ENDING DANCING JIG. CONGRATULATIONS, YOU PLAYED LONG AND WELL!
YOU CAN PRESS **MODE** TO SEE YOUR FINAL **SCORE**.

RESTARTING THE GAME

AFTER A **GAME OVER**, PRESS **ENTER** TO RESTART THE GAME. IF YOU JUST WISH TO START OVER FROM THE BEGINNING, PRESS THE **RESET** BUTTON LOCATED ON THE BACK OF YOUR GAME AT ANY TIME.

INSERTING THE BATTERIES

TO ACTIVATE YOUR GIGA PETS GAME, PULL THE PLASTIC TAB FROM BACK OF GAME.
TO INSERT THE BATTERIES, REMOVE THE BATTERY COMPARTMENT COVER AT THE BACK OF THE GAME. (TO REMOVE COVER, UNSCREW THE COVER, THEN PUSH THE COVER IN THE DIRECTION OF THE ARROW).



INSERT TWO 1.5V "LR44" OR "G13A" BUTTON CELL BATTERIES (BATTERY INCLUDED), MAKING SURE TO ALIGN "+" AND "-" AS SHOWN.
CAUTION: BATTERY SHOULD BE REPLACED BY ADULT. NOT SUITABLE FOR CHILDREN UNDER 36 MONTHS, MAY CONTAIN SMALL PARTS.

TO ENSURE PROPER FUNCTION:

- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVEABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.

DEFECT OR DAMAGE

IF A PART OF YOUR GAME IS DAMAGED OR SOMETHING HAS BEEN LEFT OUT,
DO NOT RETURN THE GAME TO THE STORE.
THE STORE DOESN'T HAVE REPLACEMENT PART.
INSTEAD, WRITE TO US AT:

TIGER ELECTRONIC TOYS REPAIR CENTRE
980 WOODLANDS PARKWAY, VERNON HILLS,
ILLINOIS 60061, U.S.A..

IN YOUR NOTE, MENTION THE NAME OF YOUR GAME, YOUR GAME'S MODEL NUMBER, AND TELL US BRIEFLY WHAT THE PROBLEM IS. ALSO INCLUDE SALES SLIP, DATE, PLACE OF PURCHASE AND PRICE PAID. WE WILL DO OUR BEST TO HELP.

90-DAY LIMITED WARRANTY

TIGER ELECTRONICS, LTD. (TIGER) WARRANTS TO THE ORIGINAL CONSUMER PURCHASER OF THIS PRODUCT THAT THE PRODUCT WILL BE FREE FROM DEFECTS IN MATERIALS OR WORKMANSHIP FOR 90 DAYS FROM THE DATE OF ORIGINAL PURCHASE. THIS WARRANTY DOES NOT COVER DAMAGES RESULTING FROM ACCIDENT, NEGLIGENCE, IMPROPER SERVICE OR USE OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIALS OR WORKMANSHIP.
DURING THIS 90-DAY WARRANTY PERIOD, THE PRODUCT WILL EITHER BE REPAIRED OR REPLACED (AT TIGER'S OPTION) WITHOUT CHARGE TO THE PURCHASER, WHEN RETURNED WITH PROOF OF THE DATE OF PURCHASE TO EITHER THE DEALER OR TO TIGER.
PRODUCT RETURNED TO TIGER WITHOUT PROOF OF THE DATE OF PURCHASE OR AFTER THE 90-DAY WARRANTY PERIOD HAS EXPIRED, BUT PRIOR TO ONE YEAR FROM THE ORIGINAL DATE OF PURCHASE, WILL BE REPAIRED OR REPLACED (AT TIGER'S OPTION) FOR A SERVICE FEE OF US$ 4.00. PAYMENTS MUST BE BY CHECK OR MONEY ORDER PAYABLE TO TIGER ELECTRONICS, LTD.

THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE PRODUCT.

ALL PRODUCT RETURNED MUST BE SHIPPED PREPAID AND INSURED FOR LOSS OR DAMAGE TO:

TIGER ELECTRONICS, LTD. REPAIR DEPT.
980 WOODLANDS PARKWAY
VERNON HILLS, ILLINOIS 6006, U.S.A.

THE PRODUCT SHOULD BE CAREFULLY PACKED IN THE ORIGINAL BOX OR OTHER PACKING MATERIALS SUFFICIENT TO AVOID DAMAGE DURING SHIPMENT. INCLUDE A COMPLETE WRITTEN DESCRIPTION OF THE DEFECT, A CHECK IF PRODUCT IS BEYOND THE 90-DAY WARRANTY PERIOD, AND YOUR PRINTED NAME, ADDRESS AND TELEPHONE NUMBER.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

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